OpenDrives Speeds Up Nuke Workflows

The Foundry’s Nuke is the application leader in visual effects compositing. Nuke offers cutting-edge toolkits for node-based compositing, editorial, and review. Nuke has unparalleled flexibility and collaborative workflows help you get the highest quality results—fast.

Nuke Supercharged with OpenDrives
OpenDrives provides purpose-built enterprise storage solutions for high-resolution video and imaging workflows. OpenDrives is performance based for your entire visual effects creation lifecycle. Offering both hybrid and all-flash solutions and powered by our flexible and scalable Atlas Suite of software, OpenDrives can accelerate your applications like no other storage solution on the market. With OpenDrives, performance meets intelligent data handling, which provides faster and more efficient time to completion in Nuke.

Compositing
All the tools you need to get the job done, no matter how you’re working. From advanced node-based compositing, to 3D tracking and model building, to conform and review, the Nuke range can scale to suit your needs. Supported by an OpenDrives storage platform, the Nuke toolset is truly unleashed.

Power and Performance
Built to meet the needs of modern production work, the Nuke family offers unparalleled levels of power and performance along with the flexibility to meet future operational demands. Nuke’s node graph and resolution-independent processing ensure that the scope of work you can handle with Nuke is unmatched.

Collaboration, Speed, and Efficiency
Easily communicate, share, and collaborate with others, whether you’re sitting side by side or across the globe. Work faster with Nuke’s cutting-edge toolkits, GPU acceleration, and fluid workflows. Leveraging OpenDrives storage, creatives can work with real-time playback without the fear of lagging performance. When you combine Nuke and OpenDrives, everything you need to complete your project without obstacles is in-built and ready to go.

The Perfect Fit For Your Pipeline
Open and customizable, Nuke fits perfectly into your pipeline, with major operating system support, low hardware requirements, support for industry standards like OCIO and Alembic, and a Python API and Pyside included. To support this flexible pipeline, OpenDrives embraces open standards too, so your workflows benefit from a more open technology ecosystem, with no vendor lock-in.
The Nuke Product Family

**Nuke**
The 3D compositor, designed to streamline day-to-day workflow. Flexible, efficient, and feature packed, this toolset delivers film-grade results, fast. The perfect choice for compositors, lighters and animators after a robust toolset for compositing tasks.

**NUKEX**
Get the core functionality of Nuke, with an additional ‘out of the box’ toolkit of exclusive time-saving features. Ideal for taking on more complex compositing tasks, NukeX’s advanced toolset gives more power and control to the compositor.

**Nuke Studio**
The compositing power of NukeX, plus the multi-track editorial timeline of Hiero, allows you to conform, review, edit, and even create and render compositions from the timeline. Nuke Studio gives supervisors and artists more creative control.

**Key OpenDrives features for Nuke:**
- Facilitates workflows incorporating 4K uncompressed footage
- Helps creatives scrub through video timeline with ease
- Intelligent caching allows for subsequent calls for data to be read from much faster cached data in memory
- Supports NVMe cache to accommodate even larger timelines
- Benefits render farm tasks with assets directly from memory

**REFERENCE ARCHITECHTURE**

**NUKE SPECIFICATIONS**

**Operating System**
Windows 10 (64-bit only)
macOS Catalina (10.15)* or macOS Big Sur (11.x)*
CentOS 7.4, 7.5, and 7.6 (64-bit only)

**Note:** Other operating systems may work, but have not been fully tested

*32-bit QuickTime codecs are no longer supported on macOS Catalina or macOS Big Sur

**Hardware**
Processorx86-64 processor, such as Intel Core 2 Duo or later

**Storage**
5 GB disk space available for caching and temporary files

**RAM**
At least 8 GB RAM

**Display**
At least 1280 x 1024 pixel resolution and 24-bit color

**Video Card**
Graphics card with at least 512 MB of video memory and driver support for OpenGL 2.0.*

*(To enable optional GPU acceleration of Viewer processing, you need OpenGL 2.0 with support for floating point textures and GLSL.)*

More information

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